

A cartoon illustration of a superhero named Captain Hindsight. He has a large head, wide eyes, and a yellow suit with a blue eye emblem on his chest. He is standing in the center, flanked by two smaller characters: a green one on the left and a pink one on the right. They are all standing on a dark, rocky surface. The background is black.

# Captain Hindsight Presents: Neil's Career

# INTRO

So... what's the point?

# Confucius on Wisdom

By three methods we may learn wisdom:

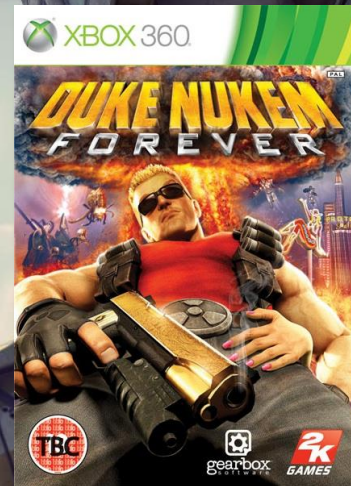
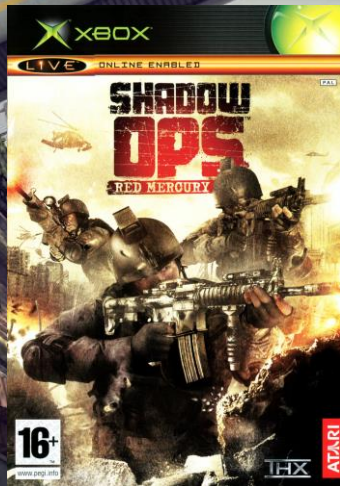
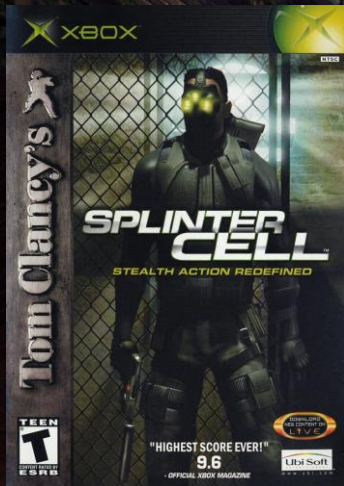
First, by reflection, which is noblest;

Second, by imitation, which is easiest;

and third by experience, which is the bitterest.



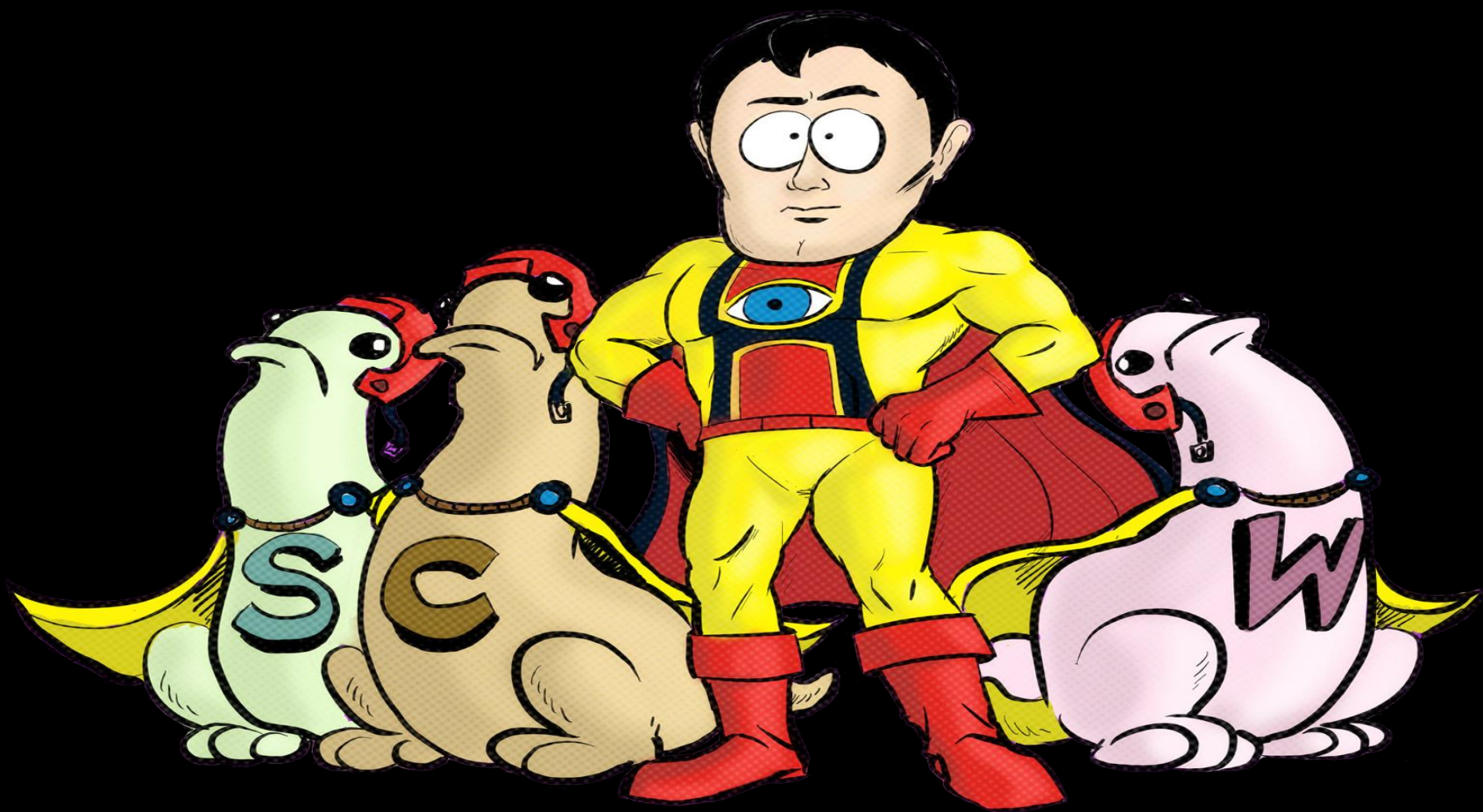






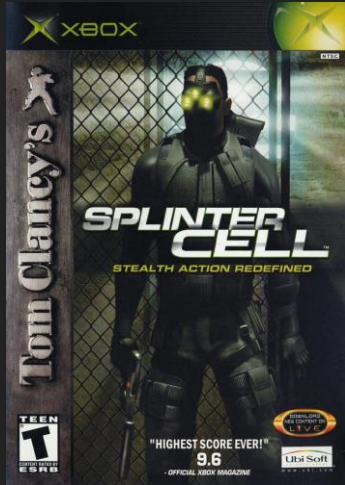
ALL NEW







# SPLINTER CELL



**Developer:** UBISOFT Montreal

**Publisher:** UBISOFT

**Platforms:** Xbox, PC, PS2\*

**Released:** November, 2002

# SPLINTER CELL

A background image of Sam Fisher from the Splinter Cell series. He is wearing his signature black tactical suit and night vision goggles that emit a green glow. He is holding a silenced pistol, and the scene is set in a dark, industrial environment with a chain-link fence visible in the background.

The Unskippable Scripted Cinematic





LOADING



# SPLINTER CELL

A background image of a Splinter Cell character wearing night vision goggles and holding a silenced pistol, set in a dark, industrial environment.

## The Unskippable Scripted Cinematic

- Modular scripting = WIN
- “It’s a marathon, not a sprint”
- It’s all about the player

# SPLINTER CELL

A character from the Splinter Cell video game series is shown from the chest up, positioned behind a chain-link fence. The character is wearing a black tactical vest and a head-mounted display (HMD) with four glowing green lenses. The background is dark and blurry, suggesting an outdoor night setting.

Nuclear Power Plant





# SPLINTER CELL

A background image featuring a character from the Splinter Cell video game series. The character is wearing a tactical vest and a night vision device with glowing green lenses. They are positioned behind a chain-link fence, with a bright light source visible through the fence in the background.

## Nuclear Power Plant

- Balance is good

# SPLINTER CELL

A character from the Splinter Cell video game series is shown in a dark, industrial environment. The character is wearing a tactical suit and night vision goggles that emit a green glow. They are holding a silenced handgun. The background features dark, metallic structures and a chain-link fence.

Artist Geometry





# SPLINTER CELL

A background image of a Splinter Cell character wearing night vision goggles and holding a rifle, set in a dark, industrial environment.

## Artist Geometry

- Humility is a virtue
- Usability is your friend and ally

# SPLINTER CELL

A character from the Splinter Cell game series is shown from the chest up, wearing a black tactical vest and night vision goggles that emit a green glow. The character is positioned in the upper right corner of the slide, looking towards the left. The background is a dark, textured surface with a chain-link fence pattern.

## The Unskippable Scripted Cinematic

- Modular scripting = WIN
- “It’s a marathon, not a sprint”
- It’s all about the player

## Nuclear Power Plant

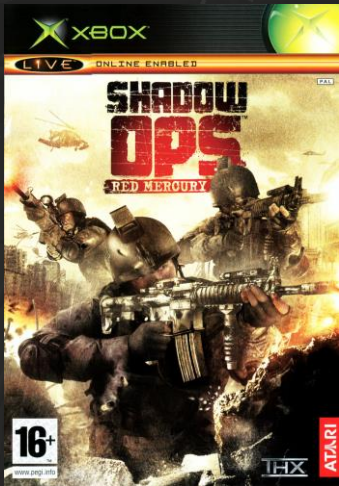
- Balance is good

## Artist Geometry

- Humility is a virtue
- Usability is your friend and ally



# SHADOW OPS



**Developer:** Zombie Studios

**Publisher:** Atari

**Platforms:** Xbox, PC

**Released:** June, 2004

# SHADOW OPS



## The Sniper Rifle Story

played by  
**gentleZen**

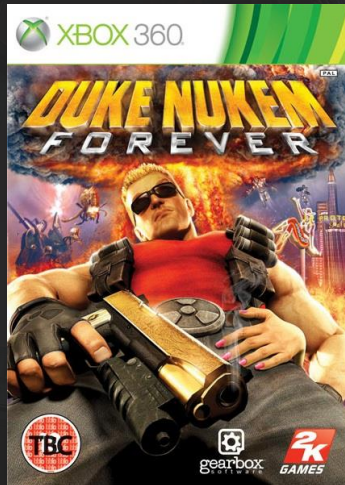


# SHADOW OPS

## The Sniper Rifle Story

- Again, modularity can be a life-saver
- An LD's relationship with Gameplay Programmers can be key

# DUKE NUKEM FOREVER



Developer: 3D Realms

Publisher: 2K Games

Platforms: 360, PS3, PC

Released: June 2011

**Announced: April, 1997**



# DUKE NUKEM FOREVER

The background is a screenshot from the video game Duke Nukem Forever. It depicts a sprawling, futuristic industrial city with a dense network of cranes, scaffolding, and metallic structures. The sky is a hazy, reddish-brown color. In the upper right, a large crane arm is visible. In the lower right, a character wearing a red and black suit, likely Duke Nukem, is partially visible, holding a weapon. The overall aesthetic is gritty and industrial.

July, 2004  
“6-9 months”

# DUKE NUKEM FOREVER

The background of the slide is a screenshot from the Duke Nukem 3D game. It shows a complex, industrial environment with various structures, pipes, and machinery. In the upper right, a large, mechanical arm or crane is visible. In the lower right, a character resembling Duke Nukem is partially visible, wearing his signature red tank top and holding a weapon. The overall scene is dimly lit with some blue and orange highlights.

- Do your homework



# KILLZONE 2



**Developer:** Guerrilla Games

**Publisher:** Sony

**Platform:** PS3

**Released:** February, 2009

# KILLZONE 2

The background of the image is a screenshot from the video game Killzone 2. It depicts a dark, industrial environment with smoke rising from the ground. In the upper right, a soldier in a black helmet and tactical gear is visible, looking towards the left. The scene is dimly lit, with a yellowish glow from a light source in the distance.

1<sup>st</sup> Person Cover System



IGN

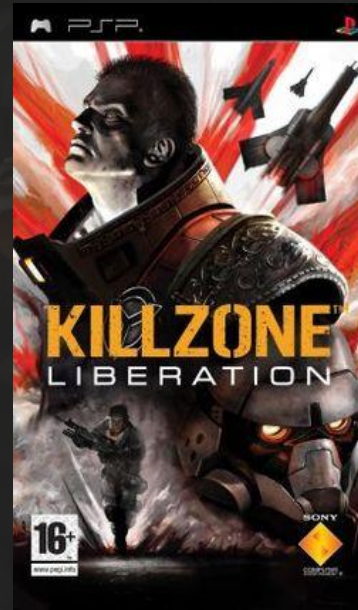
HOLD  TO PICK UP StA52 Assault Rifle

1st  6  
2nd  4



# KILLZONE 2

Killzone: Liberation  
Sony PSP



You can pick up health packs when you're low on health.

**START** **CLOSE** **△** **DISABLE TUTORIAL MODE**

CHECKPOINT...

Sergeant Rico's at the front line. Last I heard, he ran into a shit-storm. Go help him, sir. I'll... be okay...

22/338

# KILLZONE 2

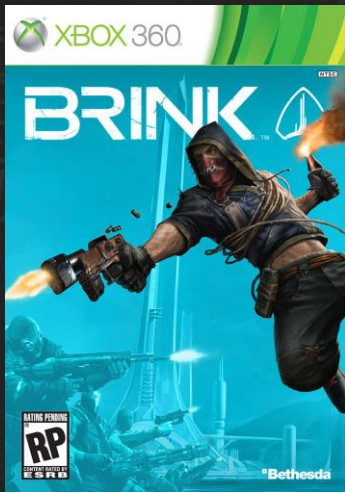
The background of the slide is a screenshot from the video game Killzone 2. It depicts a dark, industrial environment with smoke and debris. In the upper right, a soldier in a black helmet with a red visor is visible. In the lower left, another soldier is crouching. The overall atmosphere is gritty and war-torn.

## 1<sup>st</sup> Person Cover System

- Tools are critical to LDs
- It's all about the player



# BRINK



**Developer:** Splash Damage

**Publisher:** Bethesda

**Platforms:** 360, PS3, PC

**Release:** May, 2011



A soldier in a futuristic military setting, wearing a helmet and tactical gear, is positioned in the foreground. The background shows a complex industrial or military environment with various structures, pipes, and a large mechanical component labeled 'B1'. The scene is dimly lit with some orange and blue light sources.

# BRINK

SMART  
Smooth Movement Across Random Terrain



# BRINK

## SMART

Smooth Movement Across Random Terrain

- Geometry has to work with gameplay systems
- Balance is good
- Modular geometry = WIN
- Balance is great!



# DIRTY BOMB



**Developer/Publisher:** Splash Damage

**Platform:** PC

**Announced:** November, 2012

**Status:** Closed Alpha



# DIRTY BOMB



Classic Inspiration, Modernized

DIRTY BOMB PRE-ALPHA MULTIPLAYER FOOTAGE

# DIRTY BOMB

A person wearing a tactical vest and helmet, holding a rifle, is shown in a dark, gritty environment. The person's face is partially visible, showing a serious expression. The background is dark and textured, suggesting a battlefield or industrial setting.

## Classic Inspiration, Modernized

- Know your production and distribution model

A cartoon illustration of a superhero with a yellow suit and a blue eye emblem on his chest, standing over two defeated villains. The villains are wearing red helmets and are lying on the ground. The background is black.

So, 11+ years later...



# REPEATED THEMES?

- Modular scripting = WIN
- “It’s a marathon, not a sprint”
- It’s all about the player
- Balance is good
- Humility is a virtue
- Usability is your friend and ally
- Modularity can be a life-saver
- Relationship with Gameplay Programmers can be key
- Do your homework
- Tools are critical to LDs
- It’s all about the player
- Geometry has to work with gameplay systems
- Balance is good
- Modular geometry = WIN
- Know your production and distribution model

# META-LESSONS

- So much in Level Design is about being flexible, and balance puts you in a great position to deal with change
- A positive mindset... turn disadvantage into advantage
- Those who forget history are condemned to repeat it
- Never stop learning
- Stay humble, or be humbled



**Markus Persson** @notch

14 Jan

#2? Really? One released game and almost no proven track record. Great honor, of course, but no. ;)

Expand

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